

C.U.SHAH UNIVERSITY

Winter Examination-2015

Subject Name : Computer Aided Design and Modeling

Subject Code : 5TE01CDM1

Branch : M.Tech.(CAD/CAM)

Semester : 1

Date : 21/12/2015

Time : 10.30 To 1.30

Marks : 70

Instructions:

- (1) Use of Programmable calculator and any other electronic instrument is prohibited.
 - (2) Instructions written on main answer book are strictly to be obeyed.
 - (3) Draw neat diagrams and figures (if necessary) at right places.
 - (4) Assume suitable data if needed.
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SECTION – I

Q-1 Attempt the following questions.

- a. State the reasons for implementing CAD. (01)
- b. What is mean by a scan conversion? (01)
- c. What are the limitations of DDA algorithm? (01)
- d. What is the importance of 2D transformation in mechanical engineering? (01)
- e. List the hardwares used in CAD. (01)
- f. Define homogeneous transformations. (01)
- g. Write the 3D transformation matrix for translation. (01)

Q-2 Attempt all questions

- a. Scan convert a circle whose centre is (10, 20) and the radius is 10 units using Bresenham's circle algorithm. (05)
- b. Draw a flow chart for Bresenham's line algorithm. (05)
- c. Differentiate between conventional design and computer aided machine design. (04)

OR

Q-2 Attempt all questions

- a. Generate a straight line connecting two points (1, 2) and (8, 6) using DDA algorithm. (05)
- b. Write a C program for the design of cotter joint. (05)
- c. Discuss the differences between scaling and zooming. (04)

Q-3 Attempt all questions

- a. Show sequence of transformation to be made to mirror any entity about the line with the equation $y = mx + b$. (07)
- b. A rectangle ABCD has vertices A (1, 1), B (2, 1), C (2, 3) and D (1, 3). It is to be (07)



rotated by 30° in clockwise direction about point P (3, 2). Determine:

- (i) The composite transformation matrix; and
- (ii) the new co-ordinates of rectangle.

OR

Q-3 Attempt all questions

- a. Prove that in case of 3 dimensional rotation of objects the rotations are noncommutative. (07)
- b. Consider a rectangular parallel pipe (RPP) with homogenous position vectors ABCDEFGH (07)

$$X = \begin{matrix} & 0 & 0 & 1 & 1 \\ & 2 & 0 & 1 & 1 \\ & 2 & 3 & 1 & 1 \\ & 0 & 3 & 1 & 1 \\ & 0 & 0 & 0 & 1 \\ & 2 & 0 & 0 & 1 \\ & 2 & 3 & 0 & 1 \\ & 0 & 3 & 0 & 1 \end{matrix}$$

By local scale factors of $1/2$, $1/3$ & 1 along with x, y and z axes respectively obtain the transformed position vectors after scaling.

SECTION – II

Q-4 Attempt the Following questions

- a. State the name of software which uses feature approach to create a solid model. (01)
- b. Write the full form of IGES used as data exchange format. (01)
- c. Write the Hermite matrix used in Cubic Spline curve. (01)
- d. State the advantages of solid Modeling. (01)
- e. Write the types of modeling facility available in CAD packages. (01)
- f. Define: Synthetic curves. (01)
- g. What is parent-child relationship used in CAD software? (01)

Q-5 Attempt all questions

- a. What is B-rep and CSG technique in solid modeling? Compare them. (05)
- b. What are features based modeling technique? What is the significance of this technique? (05)
- c. Discuss the need for CAD/CAM data exchange. (04)

OR

Q-5 Attempt all questions

- a. What are the different continuity conditions? Explain with neat sketches. (05)
- b. Explain importance of synthetic curves in CAD environment and write demerits of cubic spline curves. (05)
- c. Distinguish between direct and indirect data exchange translators. (04)

Q-6 Attempt all questions

- a. The end points of Bezier curve are P_0 (3, 2) and P_3 (1, 3). The other control points of the curve are P_1 (6, 0) P_2 (7, 6). (07)



1. Determine the parametric equation of curve.
 2. Plot the Bezier curve if the direction of polygon is $P_0-P_1-P_2-P_3$.
- b. Write the characteristics and advantages of B-Spline curve. (07)

OR

Q-6

Attempt all Questions

- a. Three points $P_0 (2, 3)$, $P_1 (10, 1)$ and $P_2 (8, 6)$ are given. Find the equation of the two dimensional Hermite cubic spline that connects points P_0 and P_1 and that is tangent to lines P_0, P_2 and P_2, P_1 . Calculate five points on the curve. (07)
- b. Explain Bezier's surfaces and Ruled surfaces in brief. (07)

